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GRAPHIC EXPANDER.

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TELAHIN ENTERPRISES PTE LTD
111 NORTH BRIDGE ROAD #04-40
PENINSULA PLAZA, SINGAPORE 0647
TEL: 3391862, 3391855, 3397695
TELEX: RS 22013 MBC

Credits

The GRAPHICS EXPANDER VOLUME 1 was conceptualized by John Paulson. It was developed by the Springboard Product Development team managed by Mark Dunn. Robert Eyestone, Robert Mueffelmann and Scott McSpadden were the programmers. The graphics were created by Springboard artists Robert Cavey and Karen Christiansen.

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How Will You Use the GRAPHICS EXPANDER?

1. You will start with the GRAPHICS EXPANDER disk.

2. Next, you'll load a graphic from one of three possible sources:

A) Side 2 of the GRAPHICS EXPANDER disk.

B) The original Print Shop disk or one of the Graphics Library disks (you would use these disks if you wish to modify the graphic or combine it with graphics from the GRAPHICS EXPANDER).

C) Any disk which contains a standard high resolution picture. The GRAPHICS EXPANDER allows you to capture any portion of a picture for use in The Print Shop.

3. After you've loaded a graphic into the GRAPHICS EXPANDER Work Area, you will be able to customize it with the powerful graphic tools provided by the GRAPHICS EXPANDER.

4. Once the graphic looks exactly the way you wish, you will then SAVE IT TO A DATA DISK.

5. The graphic on this data disk can then be loaded and used by The Print Shop in the same fashion as a graphic on one of the Graphics Library disks.

Using your creations in The Print Shop

You can load your new graphic from your data disk when The Print Shop presents you with the three different ways of choosing a graphic:

BY PICTURE
BY NUMBER
FROM OTHER DISK

Select the option FROM OTHER DISK

At this point, follow the screen instructions to remove The Print Shop disk and insert your data disk into the drive. Then type in the name of your graphic and press the RETURN key.

Your new graphic will be loaded into The Print Shop!

So far, this has been an overview of just what the GRAPHICS EXPANDER can do for you. If you are ready to start creating, let's begin.

Getting Started...Let's Load the Program

Step 1–Insert the GRAPHICS EXPANDER disk (side 1 facing up) into the disk drive.
Step 2–Turn on the computer and the monitor.

General Instructions

Sound on/off

Press CTRL-A to turn the audio on and off.

Cursor movement

The cursor can be moved around the screen to select things, pick things up, drop things or draw. Depending upon its function at the moment, it may appear as a small arrow, a text cursor, a hand for picking something up, a blinking box outline or a drawing shape.

If you are using a **joystick**, turn off the self-centering mechanism if it is on. Orient the joystick so that the cursor moves up when you push the stick forward, the cursor moves left when you push the stick to the left, etc. Press a joystick button to make a selection, pick something up or drop something. When using any of the drawing tools, hold a button down to draw.

If you are using a **Koala Pad**,* orient it so that the cursor moves up when you draw up, the cursor moves left when you draw to the left, etc. Press the Koala Pad button to make a selection, pick something up or drop something. When using any of the drawing tools, hold a button down to draw.

using a mouse, orient it so that the mouse pointing directly away from you. If you run out e area on which to move the mouse, simply p and move it to where you have more room. Lifting the mouse does not move the cursor. Press the mouse button to select something, pick something up or drop something. When using any of the drawing tools, hold the mouse button down to draw.

If you are using the computer keyboard, use the following keys:

Apple *IIe* or *IIc*

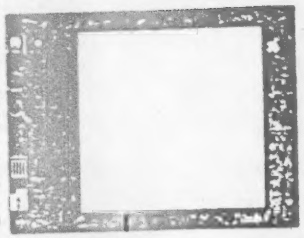
- use the arrow keys to move the cursor
- use CTRL-S to alternate between moving the cursor large steps for rapid movement and small steps for detailed graphic work
- use the open/closed Apple keys to select something, pick something up, drop something or draw

Apple *II+*

- use the CTRL-IJKM keys to move the cursor (hold down the CTRL key while pressing I, J, K or M)
- use CTRL-S to toggle between moving the cursor large steps and small steps
- use the ESC key to select something, pick something up, drop something or draw

These keys are different from those used in The Print Shop. This is because the GRAPHICS EXPANDER gives you much more power to create exactly what you want. Once you are familiar with these keys and how they work, using the GRAPHICS EXPANDER will be as easy as using The Print Shop.

The Work Area



The Work Area looks like this.

When you boot up side 1 of the GRAPHICS EXPANDER disk, you will automatically be brought to the Work Area.

Icons in the Work Area

The icons (or small pictures down the left side of the Work Area) give you quick access to the power of the GRAPHICS EXPANDER.

You can select an icon by moving the cursor to it and pressing the selector button or key.

The Work Area has the following icons:

The graphics icon allows you to load GRAPHICS EXPANDER graphics, Print Shop graphics or hi res pictures

The flip icon allows you to flip graphics left to right

The crayon icon produces the Graphics Tools Window

The magnifying glass icon allows you to magnify a portion of the Work Area for detail work

OOPS The OOPS icon allows you to undo what you just did

The garbage can icon erases the Work Area. As a safety precaution to prevent accidental erasure, this icon needs to be selected *twice*

The disk icon allows you to save your creation as a Print Shop graphic

Loading Graphics Into the Work Area

The Work Area is where you can have fun. If you want to use a graphic from the GRAPHICS EXPANDER and do not wish to modify it, you can select it, give it a name, save it on your data disk and then pull it into The Print Shop in a snap. It's that easy if that's all you want to do.

But, you may want to experiment by:

- combining GRAPHICS EXPANDER graphics
- modifying Print Shop graphics
- combining GRAPHICS EXPANDER and Print Shop graphics
- converting standard hi res pictures from other sources into Print Shop graphics

You can do all this and more right here in the Work Area.

To begin, you will need to load in a graphic. The GRAPHICS EXPANDER provides you with three options.

Load Graphics Expander™ graphic
Load Print Shop™ graphic
Load hi res picture

Let's review each option.

OPTION 1

Load Graphics Expander™ graphic

Side 2 of the GRAPHICS EXPANDER disk provides over 300 graphics. To review these graphics and where to find them on disk, see the GRAPHICS OVERVIEW at the back of this booklet.

To select a graphic from the GRAPHICS EXPANDER, follow these steps:

Step 1–Select the **graphic icon** at the top left side of the Work Area.

Step 2–Insert side 2 of the GRAPHICS EXPANDER disk into disk drive 1.

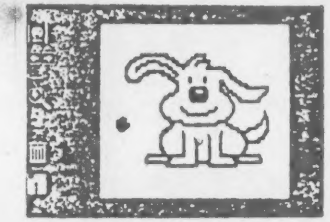
Step 3–Select the option to **Load Graphics Expander graphic**

Step 4–The titles of available graphic pages will appear on the screen. Move the selector bar up and down the titles until it is on the title of the page you want to load. Then select that page by pressing the selector button or key. The selected page of graphics will be displayed.

If you wish to select a different page of graphics, select the **graphic icon** again. The display area will be cleared and the titles of graphics pages will appear again.

If you wish to see graphics from a different GRAPHICS EXPANDER volume, substitute the new disk for the old one in the disk drive and then select the **NEW DISK** option from among the page titles. The old titles will disappear and be replaced with new titles.

If you wish to return to the Work Area without a graphic, select the **CANCEL** option from among the page titles.



TELAHIN ENTERPRISES PTE LTD
411 NORTH BRIDGE ROAD #04-40
PENINSULA PLAZA, SINGAPORE 0617
TEL: 3381862, 3381855, 3397696
TELEX: RS 22813 MISC

Step 5–You will notice that there are several graphics displayed on the page. To select a particular graphic, move the cursor onto it. As the cursor moves onto the page, it will become a hand. Once the hand cursor is on the desired graphic, press the selector button or key.

Once a graphic has been selected, you will find yourself back in the Work Area with the graphic centered in the white portion of the Work Area.

If you wish to reposition the graphic, pick it up by moving the hand cursor onto it and pressing the selector button or key. Move the graphic to where you want it and then drop it by pressing the selector button or key.

If you wish to select an additional GRAPHICS EXPANDER graphic to combine with the graphic already in the Work Area, repeat steps 1 through 5 from above.

Once you have the desired GRAPHICS EXPANDER graphic(s) loaded into the Work Area and positioned properly, you are ready to use the drawing tools described in the section of this booklet titled **Be Creative!**

Be certain to have all graphics properly positioned before modifying them with the drawing tools. If you move a graphic after modifications have been made to it, only the graphic will move...not the modifications.

If you do not want to make modifications to the graphic, simply save the graphic to disk. See the section in this booklet titled **Save Your Work to a Data Disk for Use in The Print Shop.**

Very Important:
Once a graphic from the GRAPHICS EXPANDER has been saved to a data disk, it is no longer a GRAPHICS EXPANDER graphic...it is a Print Shop graphic. Thus, if you ever wish to load it again into the Work Area, follow these steps:

Step 1–Select the **disk icon** in the Work Area.
Step 2–Insert your data disk into the drive.
Step 3–Select the option LOAD PRINT SHOP GRAPHIC.
Step 4–A list of the graphics you have created will appear. Select the desired graphic from the list.

OPTION 2

Load Print Shop Graphic

When you select this option, you can load in a graphic from one of three sources:

1) The original program disk of The Print Shop.
2) Any of the Graphics Library disks.
3) Your own data disk where you have stored the graphics you have created with the GRAPHICS EXPANDER. Remember, once you save a graphic to your data disk, no matter what source it came from, it becomes a Print Shop Graphic. Thus, it can only be loaded into the Work Area by selecting the option **Load Print Shop Graphic.**

Very important! When you load a Print Shop graphic, all graphics or art work previously in the Work Area will be lost. Therefore, if you wish to combine a GRAPHICS EXPANDER graphic with a Print Shop graphic, load the Print Shop graphic first, the GRAPHICS EXPANDER graphic second.

To review the graphics provided by The Print Shop or the Graphics Library, see the graphics reference card which accompanies each product.

To load a Print Shop graphic, follow these steps:

Step 1 – Select the **graphics icon** at the top left side of the Work Area.

Step 2 – Insert one of the three source disks identified above into a disk drive (drive 2 if available).

Step 3 – Select the option:
Load Print Shop™ graphic.

Step 4 – A list of graphic titles will appear on the screen. Move the selector bar up and down the titles until it is on the title of the graphic you want to load in. Then select that title by pressing the selector button or key. The selected graphic will be displayed.

If you wish to select a different graphic, select the **graphic icon** again. The display area will be cleared and the list of titles will appear again.

If you wish to select a graphic from a different disk, substitute the new disk for the old one in the disk drive and then select the **NEW DISK** option from among the titles. The old titles will disappear and be replaced with new titles of graphics found on the new disk.

If you wish to return to the Work Area without any graphic, select the **CANCEL** option from among the titles.

Once a graphic has been selected, you will find yourself back in the Work Area with the selected graphic centered in the white portion of the Work Area.

If you wish to reposition the graphic, pick it up by moving the hand cursor onto it and pressing the selector button or key. Move the graphic to where you want it and then drop it by pressing the selector button or key again.

Once you have the desired Print Shop graphic loaded into the Work Area and positioned properly, you are ready to use the drawing tools described in the section of this booklet titled **Be Creative!**

Be certain to have all graphics properly positioned before modifying them with the drawing tools. If you move a graphic after modifications have been made to it, only the graphic will move...not the modifications.

If you do not want to make modifications to the graphic, simply save the graphic to disk. See the section in this booklet titled **Save Your Work to a Data Disk for Use in The Print Shop.**

OPTION 3

Load Hi Res Picture

The GRAPHICS EXPANDER can convert pictures from other sources into Print Shop graphics if the pictures have been stored on disk as a standard Apple DOS 3.3 high resolution picture.

Very Important! When you capture part of a high resolution picture, any graphics or art work previously in the Work Area will be lost. Therefore, if you wish to combine a GRAPHICS EXPANDER graphic with a hi res picture, load the hi res picture first, the GRAPHICS EXPANDER graphic second.

To load a standard DOS 3.3 high resolution picture, follow these steps:

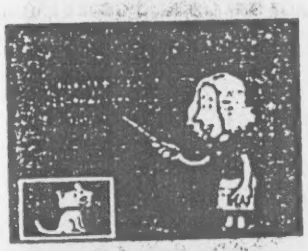
Step 1–Select the **graphics icon** at the top left side of the Work Area.

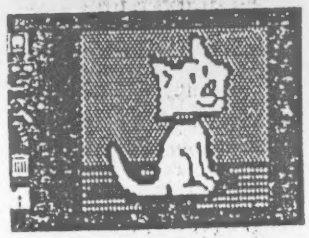
Step 2–Insert a disk with the high resolution picture into a disk drive (drive 2 if available).

Step 3–Select the option to **Load hi res picture.**

Step 4–A list of picture titles will appear on the screen. Move the selector bar up and down the titles until it is on the title of the picture you want to load in. Then select that title by pressing the selector button or key. The picture will be displayed on the screen.

If you wish to see pictures from a different disk, substitute the new disk for the old one in the disk drive and then select the **NEW DISK** option from among the titles. The old titles will disappear and be replaced with titles of the new pictures.





If you wish to return to the Work Area without any picture, select the **CANCEL** option from among the list of pictures.

Special note: If you do not see the title of the picture you wish to load and you are certain it is on the disk, then that picture cannot be loaded because it was not stored as a standard DOS 3.3 high resolution picture.

Step 5–The picture will be displayed on the screen with a rectangular cursor. This cursor is the maximum size of a Print Shop graphic. Only that portion of the picture which fits into this cursor can be captured as a graphic for use in The Print Shop.

Move the rectangular cursor to the exact area of the picture you wish to use in The Print Shop. Once the cursor is in position, capture that area of the picture by pressing the selector button or key. This defines that area of the picture as a Print Shop graphic.

Press the **ESC** key if you wish to return to the Work Area without capturing any portion of the picture.

- Once the graphic has been captured, you will find yourself back in the Work Area with the captured graphic displayed in the white portion of the Work Area.

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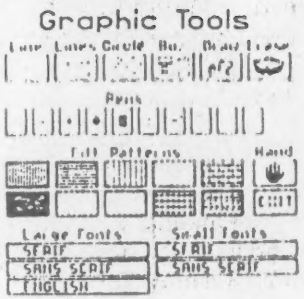
If you wish to reposition the graphic, pick it up by moving the hand cursor onto it and pressing the selector button or key. Move the graphic to where you want it and then drop it by pressing the selector button or key again.

Once you have the graphic positioned properly, you are ready to use the drawing tools described in the section of this booklet titled **Be Creative!**

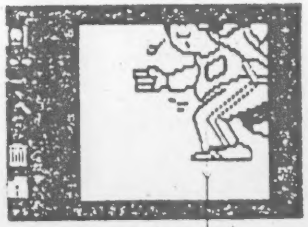
Be certain the graphic is properly positioned before modifying it with the drawing tools. If you move a graphic after modifications have been made to it, only the graphic will move...not the modifications.

If you do not want to make modifications to the graphic, simply save the graphic to disk. See the section in this booklet titled **Save Your Work to a Data Disk for Use in The Print Shop.**

Be Creative!



Right



Wrong

Position the graphics with the hand cursor

The white portion of the Work Area defines what will become a Print Shop graphic. If you wish to reposition a graphic in this area, follow these steps:

Step 1–Select the **crayon icon** to display the Graphics Tools Window.
Step 2–Select the **hand** option at the right side of the Graphics Tools Window.
Step 3–Select the **exit** option.
Step 4–Pick up the graphic by placing the hand cursor on it and pressing the selector button or key.
Step 5–Reposition the graphic with the cursor keys, joystick or mouse.
Step 6–Drop the graphic into its new position by pressing the selector button or key.

Graphics may be placed partially in the white portion of the Work Area. Only that part of the graphic in the white Work Area, however, will become a Print Shop graphic. Everything outside of the white Work Area will not be a part of the Print Shop graphic.

Use the hand cursor to position and reposition the graphic as necessary. Press the selector button or key to pick up and drop the graphic.

Remember: The graphic will be put into the center of the white portion of the Work Area automatically. You need to pick it up and reposition it only if you desire to do so.

To remove the graphic from the Work Area, pick it up with the hand and drag it off to the left side into the icon area. If you remove a graphic in this manner accidentally, select the **OOPS** icon to retrieve it.

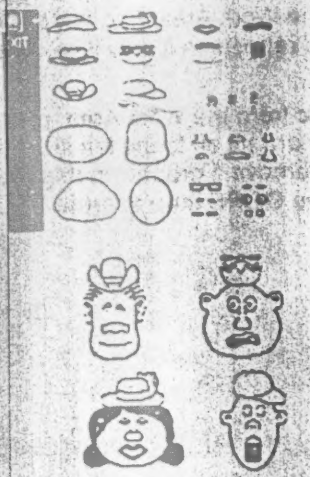
It is possible to lose sight of a graphic by moving it completely off the white portion of the Work Area. You can bring it back into sight by simply moving it back onto the white portion of the Work Area.

> *Special note: Position the graphic before modifying it!* It is important to position the graphics before using any of the drawing tools. Do not attempt to move or flip the graphic after the modifications have been made. If you do, only the graphic will move...not the modifications. Also, any modifications made may be lost.

Combine graphics

Graphics from the GRAPHICS EXPANDER can be combined as you wish. They can even be added to Print Shop graphics or to a captured portion of a hi res picture. Always load a Print Shop graphic or hi res picture first, then load a GRAPHICS EXPANDER graphic.

Combining GRAPHICS EXPANDER graphics is fun! Doing so allows you to easily create exactly what you want.



For example, side 2 of the GRAPHICS EXPANDER disk provides a page of graphics titled FACES 1. Here you will find a variety of face outlines, hats, eyes, noses, mouths and ears which you can combine to make any face you wish. It's a face construction set!

To combine GRAPHICS EXPANDER graphics, follow these steps:

Step 1 - Load a graphic from side 2 of the GRAPHICS EXPANDER.

Step 2 - Use the **hand cursor** to position it where you want it.

Step 3 - Load another graphic from side 2 of the GRAPHICS EXPANDER.

Step 4 - Use the **hand cursor** to position it where you want it relative to the graphic already in the Work Area.

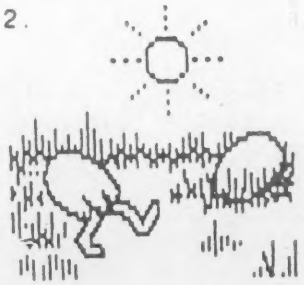
If you wish to reposition a graphic which is behind another graphic, you may first need to pick up the top graphic and move it off to the side. Then you can pick up the graphic that was behind it and reposition it. Finally, go back to the graphic you moved to the side, pick it up and put it back into position. Whichever graphic was dropped last will be in front.

You can combine as many GRAPHICS EXPANDER graphics as you need to.

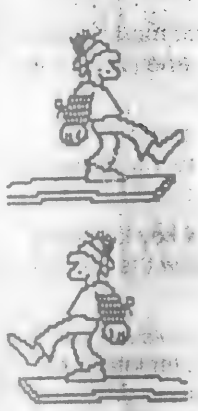
Here's an example of how you might combine different graphics. From side 2 of the GRAPHICS EXPANDER disk, load these three different graphics: the sun, an egg and the egg with legs. Position each one in the Work Area as you wish. Then draw some grass around them using the drawing tools. You have just created a perfect graphic for an annual Easter egg hunt!

1.

2.



3.



Flip the graphics

Any graphic can be flipped from left to right or right to left. For example, you may want to use the picture of the man walking off the plank to the right, but prefer to have the man walking to the left.

To flip a graphic, follow these steps:

Step 1–Select the **flip icon** which is present only when a graphic is in the Work Area. It will begin to blink when you select it, indicating that it is active.

Step 2–Place the **hand cursor** on the graphic you wish to flip and then press the selector button or key. It will flip automatically.

You can flip the graphic back to its original position by selecting the **OOPS icon**.

You can draw

The Graphics Expander allows you to easily customize graphics or even create your own with a variety of drawing pens. To draw, follow these steps:

Step 1–Select the **crayon icon** to display the Graphics Tools Window.

Step 2–Select the **draw** option at the top of the Graphics Tools Window.

Step 3–Select one of the ten different pens.

Step 4–Select the **exit** option.

Step 5–The cursor is now the shape of the selected pen. When a joystick button, Koala Pad button or open/closed apple key is held down, the pen will draw in the Work Area.

Apple //+ users please note: Use the ESC key to toggle draw on/off after a pen has been selected.

You can erase

If you wish to erase what you just drew, select the **OOPS icon**. If you wish to erase the entire Work Area, select the **garbage can icon**. If you wish to erase with a specific pen, follow these steps:

Step 1–Select the **crayon icon** to display the Graphics Tools Window.

Step 2–Select the **erase** option at the top of the Graphics Tools Window.

Step 3–Select one of the ten different **pens**.

Step 4–Select the **exit** option.

Step 5–Erase just as if you were drawing.

Create automatic lines, circles or boxes

To use one of these handy options, follow these steps:

Step 1–Select the **crayon icon** to display the Graphics Tools Window.

Step 2–Select the **line, lines, circle,** or **box** option from the Graphics Tools Window.

Step 3–Select one of the ten different **pens**.

Step 4–Select the **exit** option.

Step 5–Select a starting point by moving the cursor to it and pressing the selector button or key.

Step 6–Move the cursor until the rubber band lines are positioned where you want them.

Step 7–Press the selector button or key again and the real lines will appear.

TELAHIN ENTERPRISES PTE LTD
411 NORTH BRIDGE ROAD 204-40
PENINSULA PLAZA, SINGAPORE 0617
TEL: 3384062, 3384822, 3373625
TELEX: RS 22813 MSC

Fill enclosed areas with a pattern

Any of the ten **fill patterns** can be used to automatically fill any enclosed area with a pattern. To do so, follow these steps:

Step 1–Select the **crayon icon** to display the Graphics Tools Window.

Step 2–Select one of the ten **fill patterns** from the Graphics Tools Window.

Step 3–Select the **exit** option.

Step 4–Move the cursor into the area to be filled and then press the selector button or key. The area will fill with the chosen pattern. The patterns will all print out black and white but may appear colorful depending upon your type of monitor.

Add text to your graphic

The GRAPHICS EXPANDER allows you to add text to your graphics as if you were adding a caption or a personalization. This is different from The Print Shop which allows text to be added to cards and banners, but not to the graphics themselves. With the GRAPHICS EXPANDER you can put someone's name right on the birthday cake!

Step 1–Select the **crayon icon** to display the Graphics Tools Window.

Step 2–Select one of the five **fonts** from the Graphics Tools Window.

Step 3–Select the **exit** option.

Step 4–The cursor in the Work Area will now be a block the size of the font you selected. Move it to where you want to type the letters and drop it there by pressing the selector button or key.

Step 5–You are now in text mode and can begin to type. The mouse and joystick are not active in the text mode.

If you type an incorrect letter, use the *left* and *right* cursor keys to move the cursor to it. Then type a new letter over the incorrect letter.

Use the RETURN key to start a new line. It will begin directly below the designated starting point of the text.

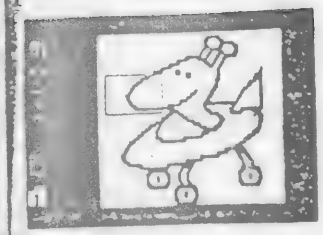
Special note for Apple II+ owners:
Since your computer interprets the RETURN key to be the same as CTRL-M (down cursor key), it is necessary for you to use CTRL-R as a carriage return rather than the RETURN key. If you press the RETURN key, the cursor will move straight down.

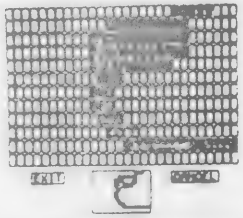
Step 6–To get out of the text mode, press the selector button or key again. You are now in cursor mode instead of text mode and can move the cursor anywhere in the Work Area or over to the icons.

By pressing the selector button or key while in the Work Area, you toggle between text mode and cursor mode:

Cursor mode allows you to select where you want to place letters in the Work Area.

Text mode allows you to type the letters in.





Magnify for detail work

Detail work is much easier when you magnify a portion of the Work Area. To do so, follow these steps:

Step 1–Select the **magnifying glass icon** to the left of the Work Area.

Step 2–Move the cursor into the Work Area. As you can see, the cursor is now a rectangle with which you can capture the area of the Work Area to be magnified. When the rectangular cursor is positioned over the part of the Work Area you wish to magnify, press the selector button or key.

Step 3–The selected area will appear in a magnified form. You can move the cursor over the pixels, turning them on or off with the selector button or key.

You can watch the results of your changes in the display rectangle at the bottom of the screen.

Step 4–When you are finished, select the **exit** option. If you select **cancel**, any changes you made will not be part of the art work.

You can OOPS a mistake

Everybody makes mistakes. When you do, simply select the **OOPS icon**. Whatever you did last will be gone. This includes text, fills, drawings, lines, boxes, circles...even your last OOPS!

Save Your Work to a Data Disk for Use in The Print Shop

To use graphics created with the GRAPHICS EXPANDER in The Print Shop, the graphics must be saved to a data disk. Then, once you are in The Print Shop, the graphics can be loaded from the data disk so that you can create banners, cards, posters, etc.

To save your work as a new Print Shop graphic, follow these steps:

Step 1–Insert a data disk into the disk drive (driv 2 if available).

Step 2–Select the **disk icon.**

Step 3–Select the option to **Save as Print Shop graphi**

Step 4–Enter a name with up to eight characters and press the RETURN key. Try to give the graphic a name that will help you remember what it is. The graphic will be stored to the data disk in a form that The Print Shop can use.

Remember:
Once a GRAPHICS EXPANDER graphic, a modified Print Shop graphic or a portion of a hi res picture has been saved to a data disk, it becomes a Print Shop graphic. Thus, if you ever wish to load it again into the Work Area, follow these steps:

Step 1–Select the **disk icon** in the Work Area.

Step 2–Insert your data disk into the drive.

Step 3–Select the option **LOAD PRINT SHOP GRAPHIC.**

Step 4–A list of the graphics you have created will appear. Select the desired graphic from the lis

Let's Go to The Print Shop!

After the graphic is safely stored on the data disk, the program will ask if you are ready to go to The Print Shop. If you are done creating new Print Shop graphics and wish to go to The Print Shop, insert The Print Shop disk into drive 1 and select the option:

GO TO THE PRINT SHOP

The disk will boot and you will soon find yourself in The Print Shop.

You can load your new graphic from your data disk when The Print Shop presents you with the three different ways of choosing a graphic:

BY PICTURE

BY NUMBER

FROM OTHER DISK

Select the option FROM OTHER DISK

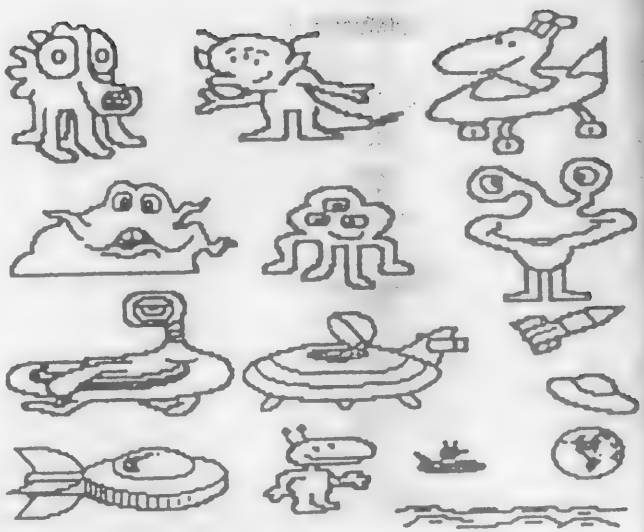
At this point, follow the screen instructions to remove The Print Shop disk and insert your data disk into the drive. Then type in the name of your graphic and press the RETURN key.

Your new graphic will be loaded into The Print Shop!

Graphics Overview

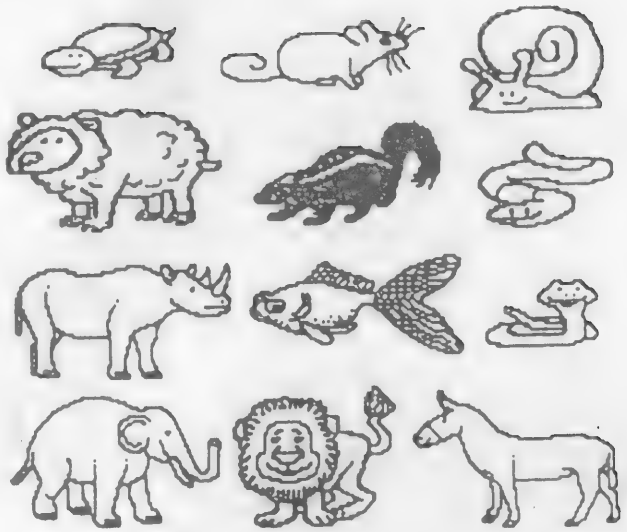
Aliens 1	Faces 1	Kids 1	Sports 1
Bears 1	Flags 1	Kids 2	Symbols 1
Beasts 1	Flowers 1	Men 1	Trees 1
Birds 1	Frogs 1	Men 2	Vehicles 1
Birthday	History 1	Misc 1	Women 1
Cats 1	Holiday 1	Misc 2	Women 2
Dogs 1	Holiday 2	Rabbits 1	

Aliens 1

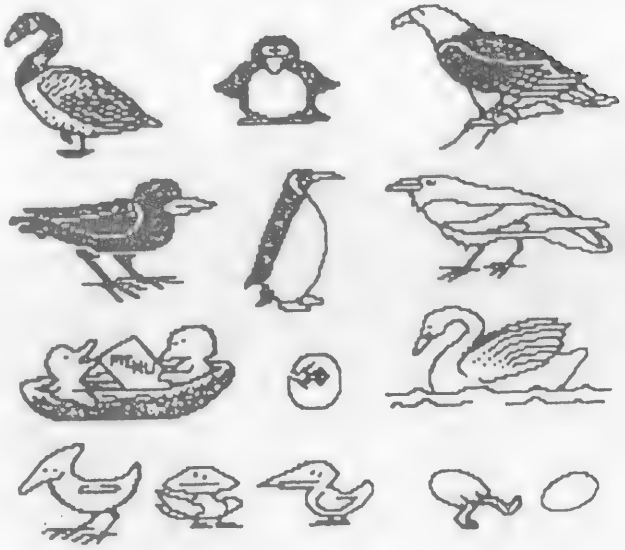


Bears 1

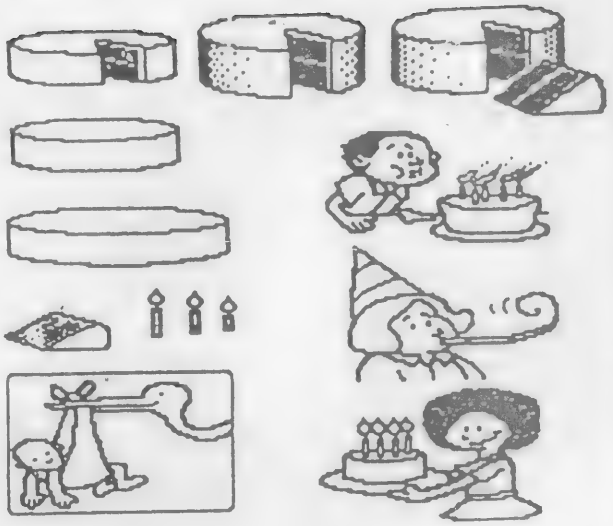
Beasts 1



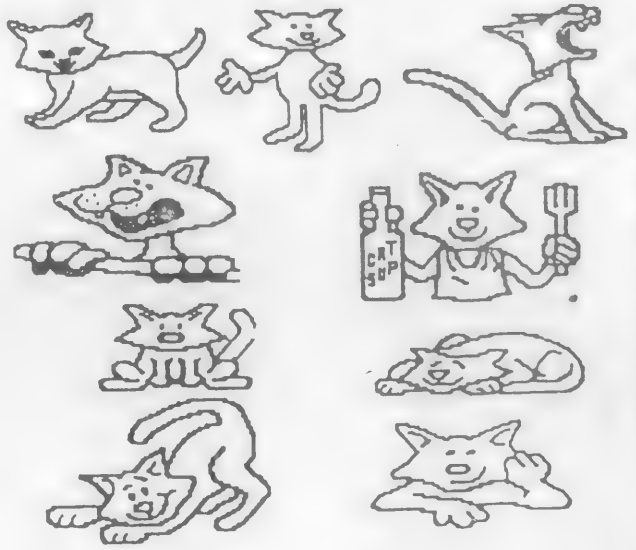
Birds 1



Birthday



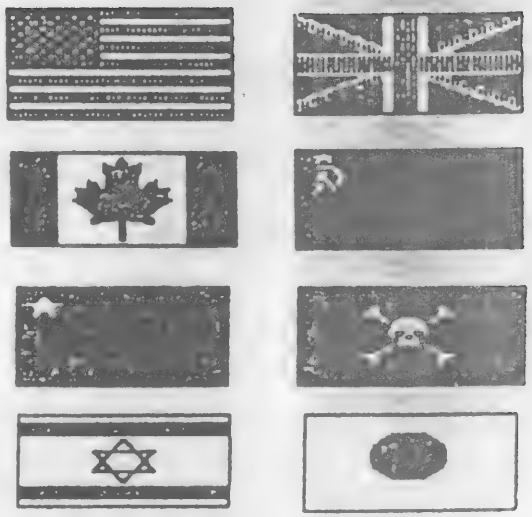
Cats 1



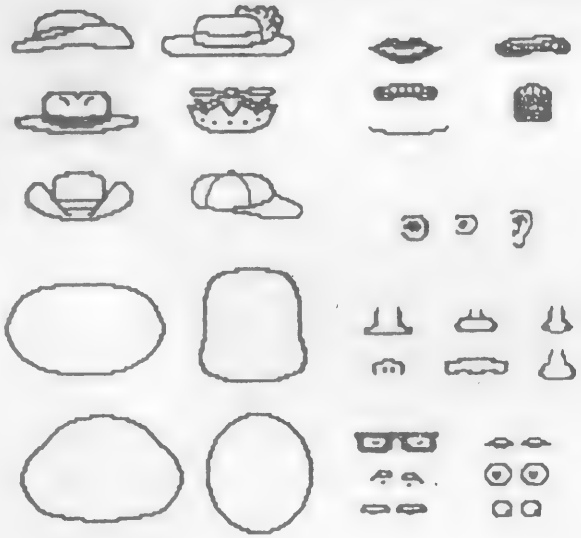
Dogs 1

TEO HIN ENTERPRISES PTE LTD
PENINSULA PLAZA, SINGAPORE 0617
TELEX RS 22813 MSC

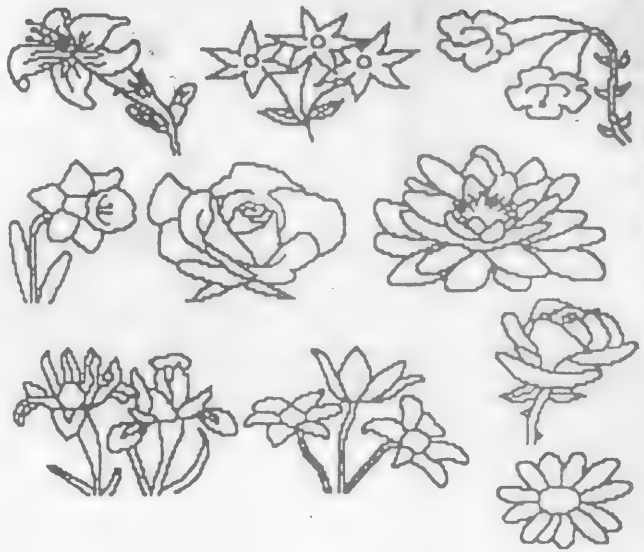
Flags 1



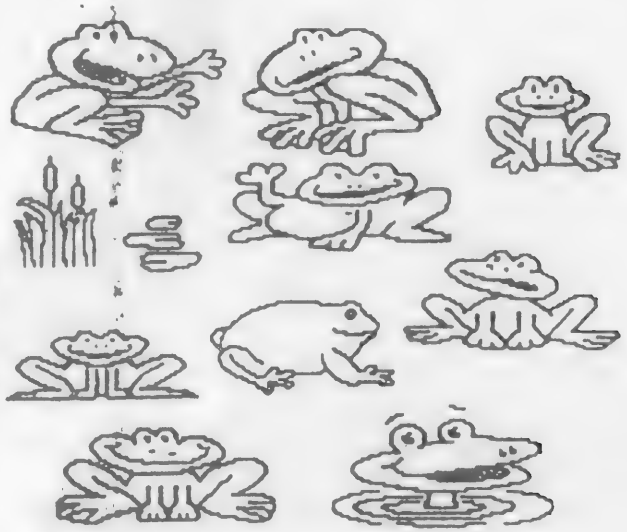
Faces 1



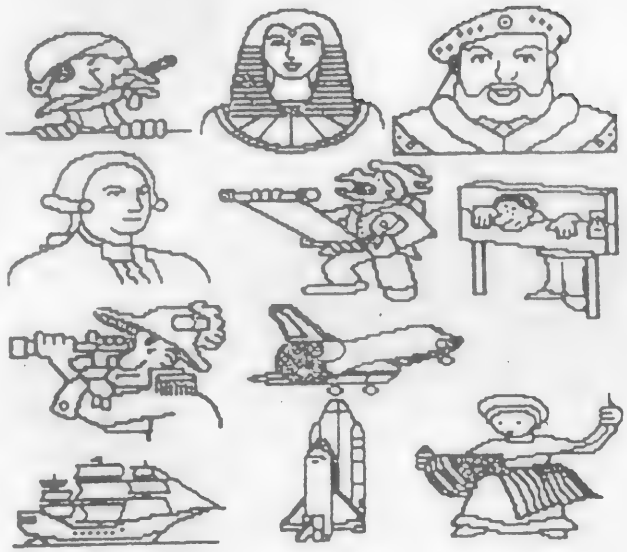
Flowers 1



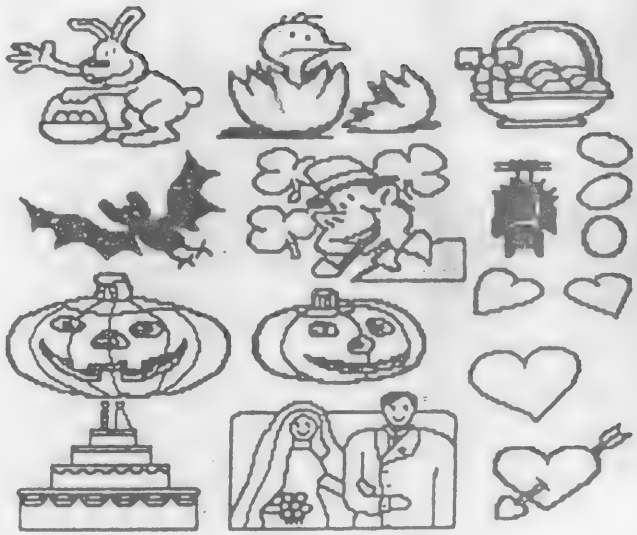
Frogs 1



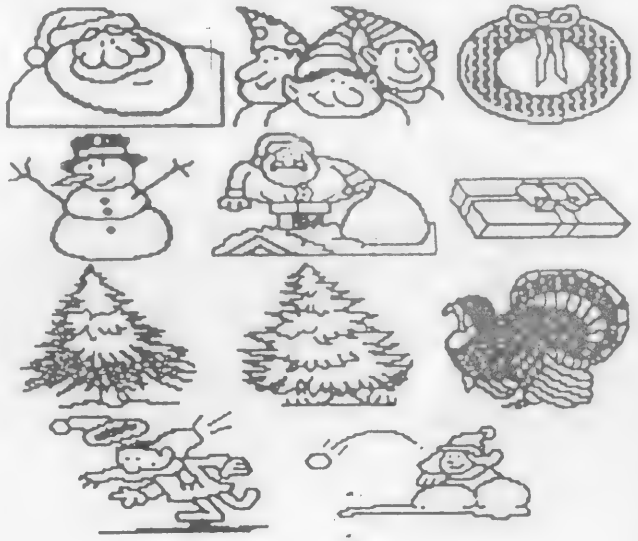
History 1



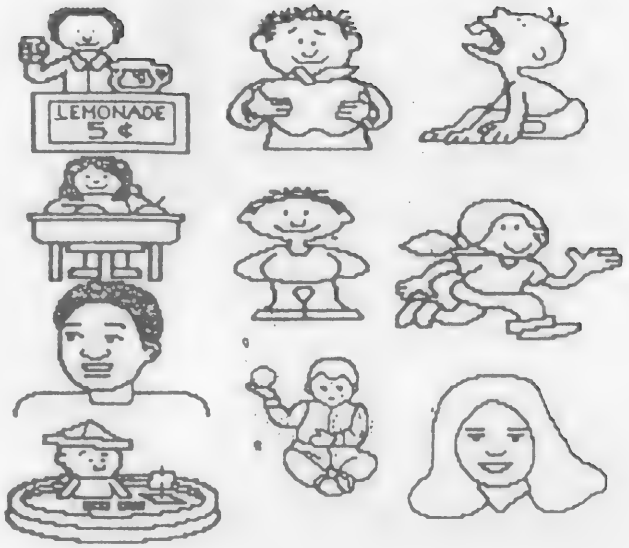
Holiday 1



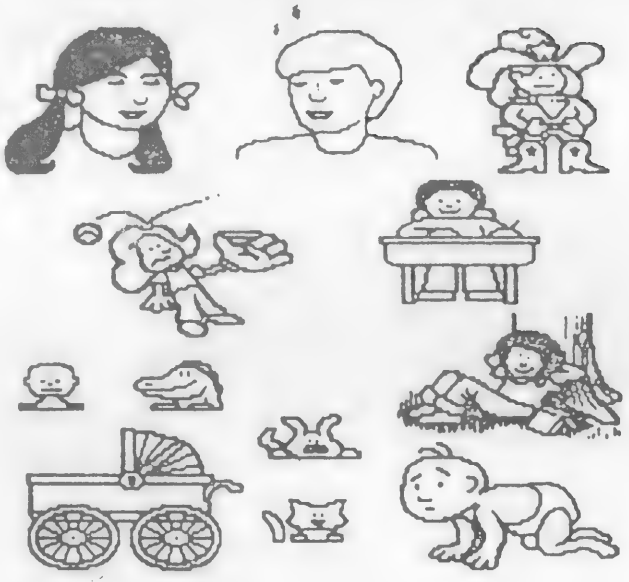
Holiday 2



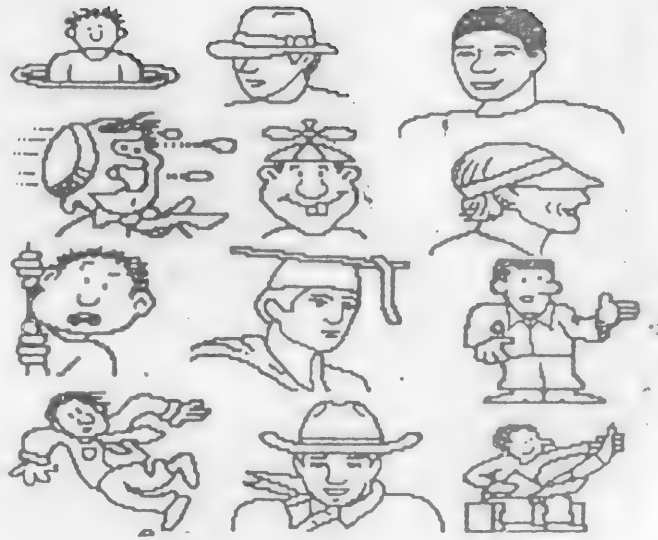
Kids 1



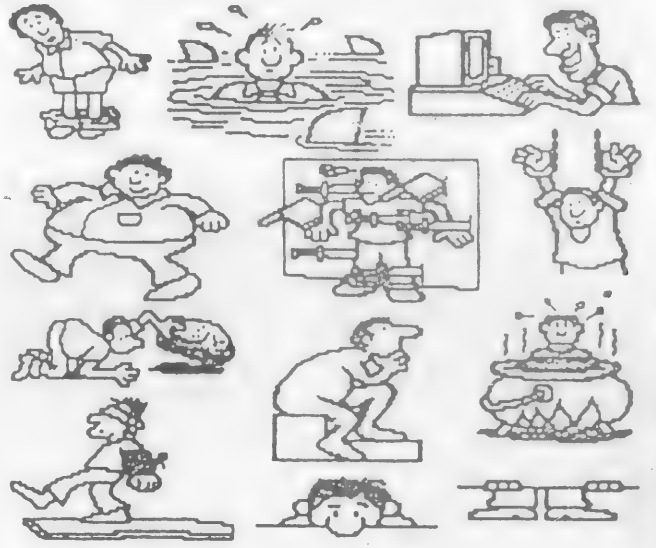
Kids 2



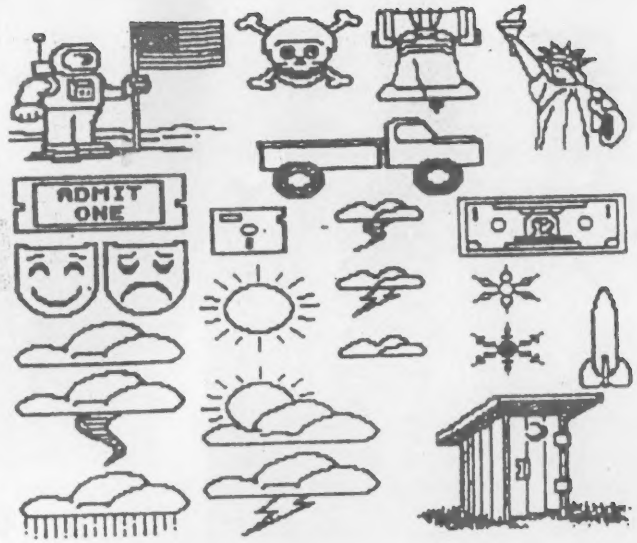
Men 1



Men 2

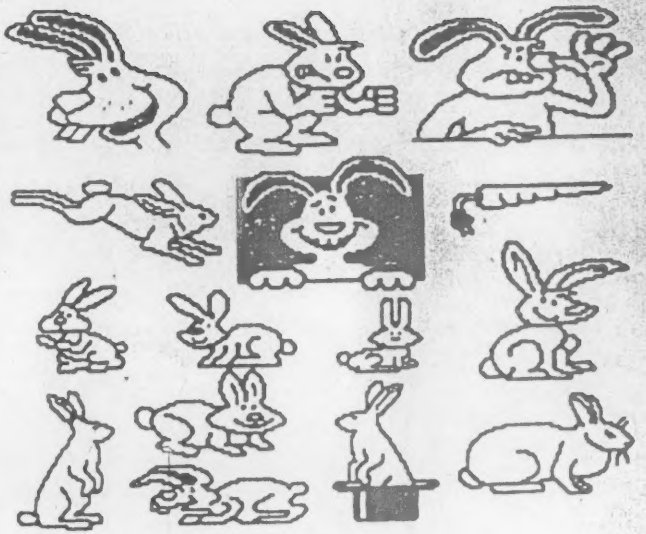


Misc 1

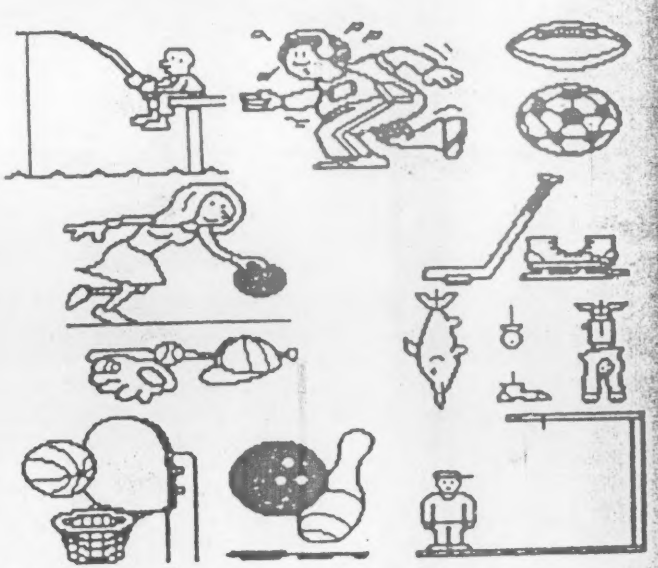


Misc 2

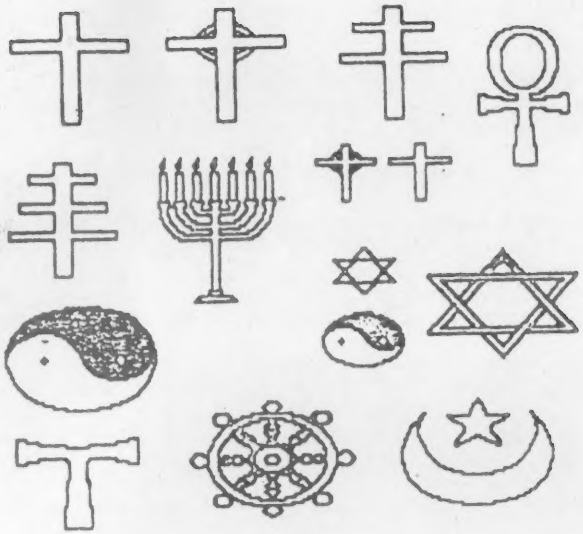
Rabbits 1



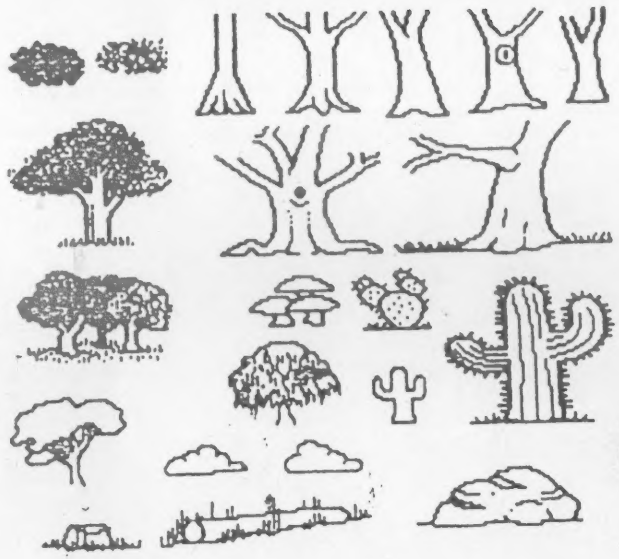
Sports 1



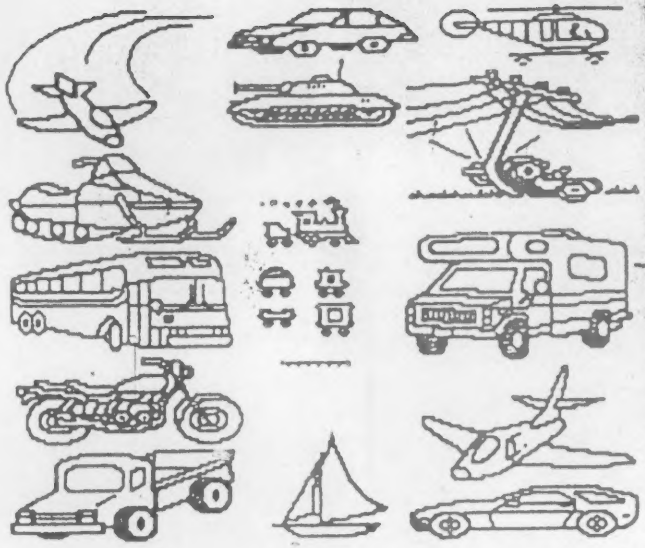
Symbols 1



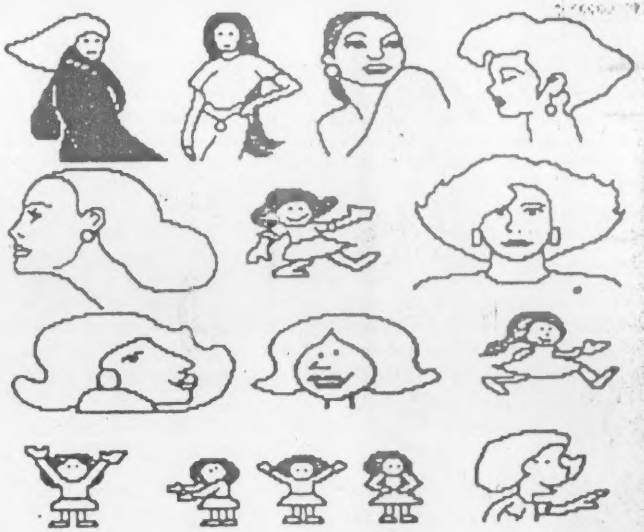
Trees 1



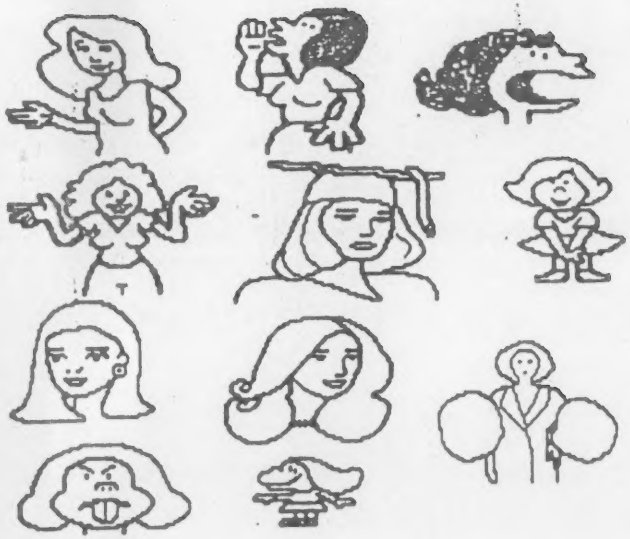
Vehicles 1



Women 1



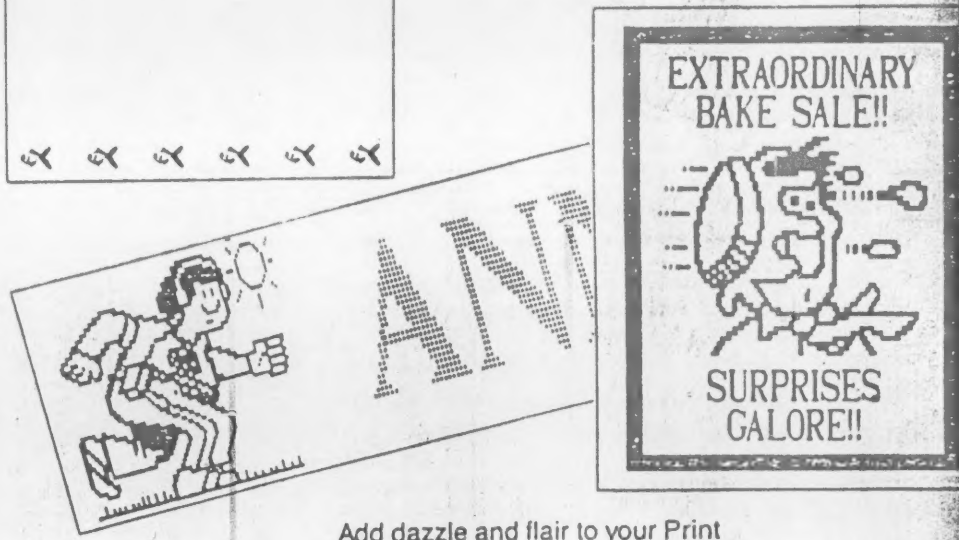
Women 2



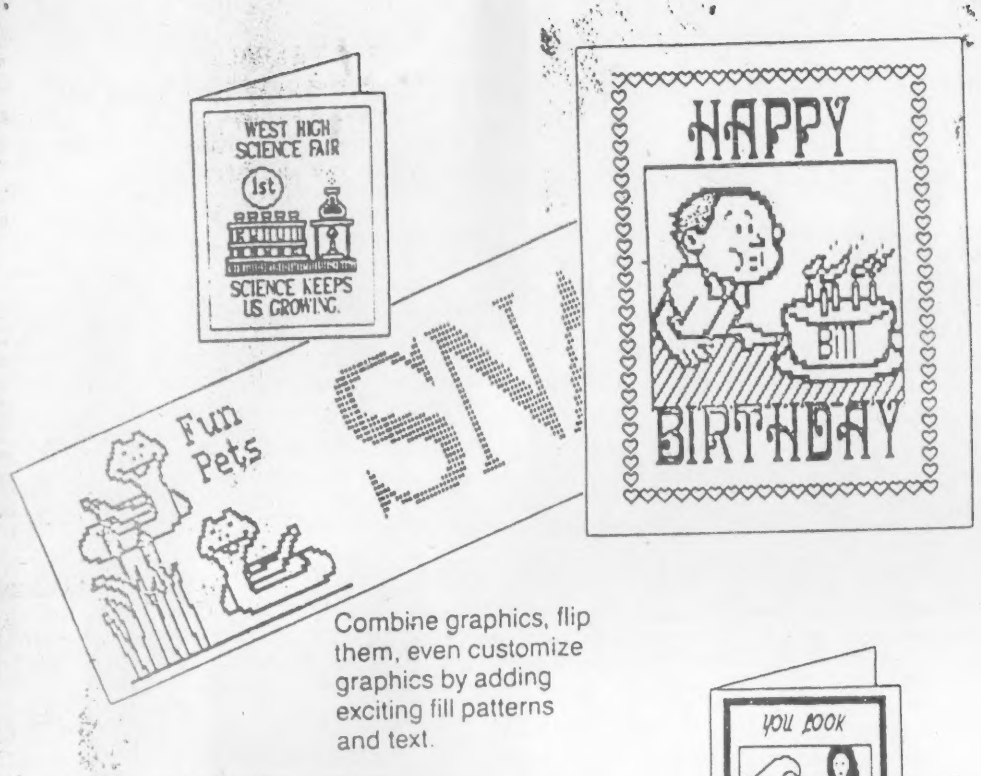
Creative Tips

The GRAPHICS EXPANDER dramatically expands th
scope of creative possibilities with The Print Shop. N
only do you have access to over 300 wonderful new
graphics, but with the drawing and editing tools, you
have access to your imagination.

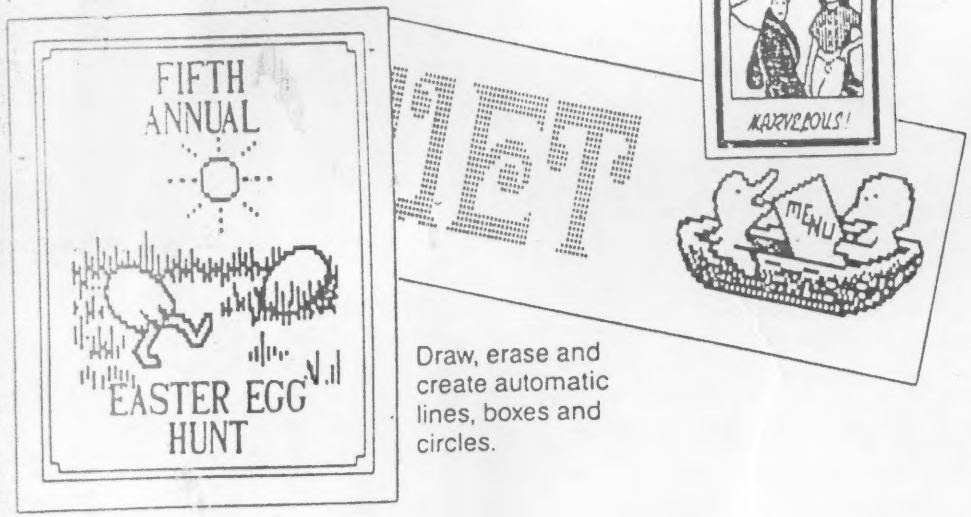
Bet you never pictured The Print Shop doing this!



Add dazzle and flair to your Print
Shop creations with over 300
GRAPHICS EXPANDER graphics.



Combine graphics, flip them, even customize graphics by adding exciting fill patterns and text.



Draw, erase and create automatic lines, boxes and circles.

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Springboard Software, Inc.
7808 Creekridge Circle
Minneapolis, MN 55435
(612)944-3912